



## CULTIST LEADER

Human • Male • Cultist • Leader

MOV COM RAN ARC MYT WND SAN

4/7 8/8 5/6 8/7 3 22 9

### KNIFE

COM • Base • Bleed

### CHAOTIC BOLT

ARC • 10" • Burn

### ASCENSION

1 MYT

This model gains +1/+1 COM, RAN & ARC until the end of the turn. The effect of "God Shard" on other friendly Cultist models lasts until the end of the turn.

### EASY PREY

+1/+0 COM when making a COM attack against an enemy model engaged with a Man-Catcher. +2/+0 COM when making a COM attack against an enemy model affected by "Snatch & Grab."

### CHANTING

+1/+0 ARC while within 8" of one or more friendly Cultists.

### MENTAL STRAIN

This model must spend 1 MYT for each additional ARC attack after the first during its activation.

### A TASTE OF POWER

As this model activates you may nominate a friendly Cultist model and flip their character card.



30MM BASE